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The AVALON HILL

# GENERAL

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The New Ones: Take Your Pick

FULL YEAR \$4.98



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The AVALON HILL **GENERAL**

... a losing venture published bi-monthly pretty close to the first day of January, March, May, July, September, and November.

*The General is edited and published by The Avalon Hill Company almost solely for the cultural edification of the serious game aficionado. It also helps sell our merchandise, too.*

*Articles from subscribers are considered for publication at the whim and fancy of members of our erudite editorial staff and company baseball team. To merit consideration, articles must be typewritten double-spaced and not exceed 1,000 words. Accompanying examples and diagrams must be drawn in black or red ink. Payment for accepted articles is made according to the dictates of the voting subscribers.*

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*Printing — oh... say 17,000 give or take a few thousand.*

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## The Avalon Hill Philosophy— Part 19

### Game Designing — Trials & Tribulations

"How does an inventor and developer of games invent and develop?", a question that was the subject of a feature article in a recent issue of "Playthings," the trade bible.

This question has relevance with a great many subscribers to this magazine who design their own wargames on the side. Experience being the great teacher, we offer excerpts from the trade article as a guideline for the amateur designer.

Posing the question to Jerry D'arcey, inventor of Blockhead, Coup d'Etat and Cross Up Poker among many, he suggests looking for a twist on an old item. Blockhead... "came about because I got bored stacking blocks with my small children."

"Don't try to manufacture and sell your own invention," he warns. "To begin with your idea might not be different enough and interesting enough to be saleable. First, you have to get a patent (if there is a gimmick involved) and the patent attorney runs about \$700 to \$800. Then you have to pour \$2000 to \$3000 into manufacturing. Even if you get it into stores, it's just another item on the shelf, unless you give it television promotion — and nationally that's like \$250 thousand."

"Furthermore," he related emphatically, "a new item needs written instructions which are clear and easy to understand."

D'arcey points to the game package as a very important sales tool, sometimes more important than the title of the game itself. Many manufacturing firms shell out thousands of dollars just testing package designs. Some call on motivational research specialists who, by past experience, can design packages utilizing color combinations and placement of graphics as prime selling forces.

When one considers all of the above factors, the only conclusion is to do the designing yourself but leave the manufacturing to experts.

That's where Avalon Hill comes in. Whether the design is a card game, a sports game, a dingbat, or a wargame, the manufacturing and selling problems are all the same. But even less affluent companies such as Avalon Hill are at a disadvantage. Since the key to success is in the advertising and promotion only the well-healed companies can afford the massive expenditures required for introducing and sustaining consumer interest. To prove this point we need only point to Parker Brothers, that grand old name in games. Parker, with its perennial money-makers Monopoly, Clue, Careers, and Quia Board, still required additional funding. So they "merged" with General Mills. At the other end of the scale, Gamescience found it necessary to sell out to Renwall who, in turn, went to Allstate for resources.

The problem is magnified in the area of wargames. Here, we are dealing with subject matter that does not appeal to the mass market. Thus the promotional nut becomes even more difficult. Fortunately, it is an area that feeds on itself, i.e., the repeat sales by the same customers sustain the financial end to a large degree. The hope is that with each new game introduction

new converts will be added to the cult. It does not necessarily follow that a satisfied Monopoly player will buy all Parker Brothers games. However, a satisfied wargame customer is much more likely to purchase the entire Avalon Hill battle line. For Avalon Hill, the problem is two fold: 1) develop games that will be highly recommended to others and 2) develop advertising and promotion that will reach the first-time audiences.

The solution to the latter is best left up to the advertising experts and really of little interest here. But the development of new games, on the other hand, is a subject which seems to be of intrinsic interest to subscribers if the fantastic amount of fan inquiries is any criterion.

Let's follow through a typical game designing situation. For Avalon Hill the first step is to decide on the subject matter for a new game. This is usually determined by the dictates of regular customers through various polls and surveys taken via The General and the registration cards. Many new games are developed simultaneously. But the development progress is determined by the amount of time it takes to iron out the design bugs.

Two of the games shown on this issue's cover were scheduled for publication at the beginning of 1970, but had to be delayed because of design hang ups. At this writing the design flaws have not been worked out to the satisfaction of the consumer test panels and Avalon Hill management.

When a design impasse occurs, the temptation is to fudge it a bit in order to meet the projected deadline date. By past experience we have found this policy to be disastrous.

So what happens when a projected publication date cannot be met? You substitute another title (or two) you've had waiting in the wings for just such an eventuality. Blitzkrieg was an example of this: when last minute problems arose in the development of Guadalcanal, in came Blitzkrieg (the substitute wargame.) Needless to say, Blitzkrieg earned "first string" status overnight and continues to be among the wargame leaders in sales.

The show's not over when a new game finally hit the market. Even first-run editions may contain a few bugs. A recent example is 1914. Another leading seller, mainly on the strength of excellent in-depth research by the celebrated James F. Dunnigan, 1914 "soon degenerates into a stalemate", according to Mr. Dunnigan's own postmortem on the game. Dunnigan concedes that "a game is never really finished in terms of design, particularly a game covering such a hopeless situation as World War I."

According to his "Designer's Notes" fashioned from post-publication feedback, Dunnigan found that as a game situation World War I was pretty much a bust. "Nothing happens, save for a lot of killing and expenditures of ammunition. There are too many troops. The front is too narrow. The units move too slowly."

"All this left one question unanswered," he went on. "How were the Germans able to

## COVER STORY

### The New Ones:

Do not miss the next issue of this magazine. It may be the most important single event in your literary life. In the Mar-April edition of The General, Avalon Hill will introduce two new games; games that have already received the highest praise from the Consumer Test Panels. Because these revolutionary new games are so unique in design concepts, for competitive reasons we cannot chance even the slightest hint of what they are to the public. We beg your apologies if the strain of waiting two more months becomes too great to bear. In the meantime, we offer an opportunity to release whatever pent-up frustrations develop by submitting Contest No. 35 (page 13).

penetrate as far as Paris in the original campaign? The reason, quite simply, is the IDIOCY factor."

Therefore, in an effort to make a good game better, plans are afoot to have Dunnigan and staff revise 1914 to include an IDIOCY factor. "And while we're at it," he reflected, "we're going to make 1914 more playable. While designing 1914 we were faced with the choice of either making a very playable game that no one could win or a very realistic game that no one could win. We opted for realism feeling that it would take very little away from the game and add considerably to it. But this did not preclude making 1914 playable. So in the revision we hope to include all of the playability elements left out of the original for the sake of extreme realism."

The full-scale revision will be tried out in the pages of the new S&T Magazine, the results of which may wend their way into the next printing of 1914, a game rapidly becoming a classic in its own time.

Meanwhile, thousands of unknowns continue to spend many hours designing "new" wargames not only for their own pride of accomplishment but for commercial sale. Quite frankly there is no shortage of good wargame designs. The situation is such that good games far outnumber the commercial demand for them.

Others like Bob Kelso of Beale AFB, are more realistic and design them mainly for the amusement of their own wargame groups. "It is a disease that will grab you and not let you go," Bob relates. Bob got so carried away, as many game designers do, that he ended up with a mapboard measuring 6½ x 14 feet.



Bob Kelso, center, kneels somewhere in the middle of Europe on the gigantic mapboard of his "Europe 1940" game.

Last but not least are the semi-professionals who design games they feel are worthy of commercial exploitation. These designers turn to organizations such as the IFW and Sparta for printing and publication of their models in limited quantities to their respective selected audiences. In some cases the designers sell enough to get back their investment in supplies and materials.

Naturally, Avalon Hill can't operate under this commercial premise (although with some titles it's happened.) That's why the subject matter

must be carefully chosen. In this light game companies, particularly Avalon Hill, select designers for more than their ability to invent games. A game designer must have an understanding of the consumer market. He must be able to compromise his designs to satisfy the majority of that market. He must literally be a student of the English language; a poorly presented set of rules can turn off many a potential customer. A game designer should also have a flair for advertising and promotion because it is in this area where initial success or failure occurs. If the game is truly a superior game, the word-of-mouth effect will guarantee its longevity. But if you can't get the game off the assembly line into the stores, there won't be enough customers to spread the word.

Thus most commercial game designers are refugees from other fields of commercial endeavor. None started out as game designers. Avalon Hill's resident designer in chief spend several years on an Army newspaper followed by 8 years grinding out advertising copy. Other designers who have spent time in positions with Avalon Hill brought to Avalon Hill experiences in school teaching, computer programming, free lance art, and creative writing.

The trials and tribulations of a game designer are many; the rewards too few. Even the designer of Monopoly never produced another winner despite his 100 plus inventions. But then again when you come up with a Monopoly, who cares about the flops. It's that kind of a world — that unpredictably exciting world of games.

## Combat Results Sans Luck

by William J. M. Gilbert

I have become more than mildly annoyed with inferior wargamers who blame their misfortunes on the luck of the die. Certainly it is true that an individual battle result is determined by luck, but the player who always attacks at 5-1 or 6-1 is hardly "luckier" than the player who always attacks at 2-1. Furthermore in an average game with anywhere from 50 to 100 attacks being launched the "luck" will even out among players whose basic attack-strategy is sound.

For those of you who want to add a new dimension to the CRT I propose three methods to eliminate the element of luck entirely!

I. Give each player the ACE though the TEN of a suit from a deck of cards. For every battle each player selects a card and puts it face-down in front of him. The cards are turned over and the face values are added (ACE = 1 TEN = 10 or 10). Using the last digit of the sum obtained use the PBM combat results table. After each combat the players select a new card from the full deck of ten. Hint: use different sized and different colored cards for each player so there is no mix-up.

II. The PBM CRT favors the attacker more than the CRT used with the dice and some gamers do not have access to the PBM tables. This method is for those who wish to use the standard table. As before, each player gets cards, only this time the range is ACE through the SIX. The face values are added as before and the resulting sum is used... except in the case when the results exceed six (6) in which case subtract

six from the result. Examples: 3 + 4 = 1 and 4 + 5 = 3.

III. For the real fire-eaters we make a few

Roll	1-6	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1
1	AB	AB	AB	AB	EX	DE	DE	DE	DE	DE	DE
2	AE	AB	AB	AB	DB	EX	EX	DE	DE	DE	DE
3	AE	AE	AB	AB	AB	DB	EX	EX	DE	DE	DE
4	AE	AE	AE	AB	AB	AB	DB	EX	EX	DE	DE
5	AE	AE	AE	AE	AE	AE	AB	DB	DB	DB	DE
6	AE	AE	AE	AE	AE	AE	AE	DB	DB	DB	DB

Now you either use the method outlined in II above or you give each player six cards labeled Far-left (FL), Left (L), Center-left (CL), Center-right (CR), right (R), and Far-right (FR) and use this table to determine the "roll"

Defender	ATTACKER					
	FL	L	CL	CR	R	FR
FL	6	4	3	2	1	1
L	5	6	4	3	2	1
CL	5	5	6	4	3	2
CR	2	3	4	6	5	5
R	1	2	3	4	6	5
FR	1	1	2	3	4	6

The use of this table allows you many opportunities to "out psyche" your opponent. For an illustration let us consider a 3-2 attack. If the defender is pulling cards at random (a "cop-out"

adjustments to the CRT. Notice the frequency of results remains the same in each category only the alignment is slightly altered.

which only means that you should go back to rolling the die) the table below shows the frequency of the results.

	DE	EX	DB
AH CRT	2	2	2
FL	3	0	3
L	2	2	2
CL	1	4	1
CR	1	4	1
R	2	2	2
FR	3	0	3

Believe me this entire approach is not for the faint-hearts and, I'm afraid the "unlucky" will find it just as uncomfortable. In a game with many, many attacks it may prove to be a bit too cumbersome, but if properly approached it makes each and every attack into a contest.

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# Club of the Month

International Federation of Wargaming

Standing strong like the Rock of Gibraltar in a sea of wargame bickering is the International Federation of Wargaming (IFW).

While the cult has seen a large turnover in wargame clubs, the IFW has weathered the storms of childish aggressions that have caused many another club to go under.

"The first wargame clubs were conquest groups; mostly teenagers who simply desired to fight it out. They conquered New Hampshire one week, Arkansas the next and maybe another club the week after," related Lenard Lakofka, IFW Vice-President.

"This type of organization still thrives but is found lacking in many ways," so Lakofka told James Crossley of a mid-west syndicated news service.

Getting the IFW story across to representatives of news services is one of Lakofka's duties as promotional and publicity director of this unique wargame organization. From reports of their recent growth, one can say that Lakofka's efforts have been rewarding.

His organization is unique because it is neutral in character. Begun as the United States Continental Army Command in 1966, the organization was formed to unite small, individual wargame clubs whose members sought an intellectual exchange of ideas and a mature approach to wargaming. The USCAC hoped to act as a centralized, impartial clearing house where the development of interclub cooperation would lead to a general upgrading of services and benefits that members could provide to each other.

The USCAC floundered in its infancy. Late in 1967, a reorganization under the IFW banner saved the club and its ideals from obscurity. The first Geneva Convention (1968) gave it the shot in the arm it needed. Spurred on by untiring efforts of Gary Gygax and Bill Hoyer (now the IFW President) neutral wargaming finally came of age. Now entering its 4th year, the IFW practices what it preaches. After the 2nd Geneva Convention skyrocketed IFW membership to 275 members, Messrs. Hoyer, Lakofka, Secretary-Treasurer Tony Morale, and Editor Phil Pritchard took the bull by the horns and with Vol. 2, No. 12 produced their first offset version of their monthly magazine.

The IFW has become a service federation; similar perhaps to the U. S. Chess federation by sponsoring numerous chapters within the parent organization. In 1969 a total of 7 conventions were held pulling over 600 people from nearly every state, offering ample face to face cash prize tournaments.

Here's why the IFW is here to stay. Its governing body is composed of 12 members (The Senate) elected from arbitrary groups that allow for cross-sectional representation in all voting chapters.

There are societies which are actually special interest groups that devote themselves to the play, revision, variation, and discussion of a particular game such as the Stallingrad Society, Anzio Society, etc.

Not the least of their many services is that of matching and rating members in their overall



President Bill Hoyer, left, and V. Pres. Len Lakofka, right, take brief respite from activity at Lake Geneva Convention.

quality of play. There is a rules interpretation board whose service helps stabilize play-by-mail matches.

Of current interest is the IFW OPEN (see Infiltrators report) which is the first of the 1970 national tournaments to be sponsored by the IFW.

Little known except to Avalon Hill personnel is their behind-the-scenes activity in the area of sales.

Members of the IFW will participate, with

## Book Nook



(A Gamut of Games, by Sid Sackson, Random House, New York, N. Y., price: \$6.95.)

The serious gamesman, whether collector or ardent player, will find this book fascinating. The author has created some two hundred games, ten of which have been published. These include "Acquire," "Focus," "Monad," and "Venture" all 3M Bookshelf Games.

For once, you can tell a book by its cover, or in this case by its title. It is indeed a "gamut," covering some 38 games chosen not only because they are different, but also to fulfill some function not adequately satisfied by the standard games.

For those looking for packaged games, there is an invaluable section at the back of the book devoted to short reviews of the more challenging games, including 19 by Avalon Hill, now on the market.

Not only is a "Gamut of Games" informative, but the writing is to the point and sparkling with wit — qualities all too often absent from many of today's books. In short, this is one of the best game values on the market — 38 games for the price of one.

Avalon Hill, in the annual convention sponsored by the Hobby Association of America. The week-long convention, held at Chicago's Sherman House, FEB 1-5 is the most important sales event of the year. Here, every hobby manufacturer in the United States spends upwards from \$1,000 displaying their new merchandise to 33,000 buyers who will troop through the convention areas placing millions of dollars worth of business with the manufacturers. This is one BIG reason why Avalon Hill's new products are always timed for Spring introduction.

Realizing that the best Avalon Hill salesmen are the game fanatics themselves, President Bill Hoyer has graciously arranged to supply IFW members as salesmen to man the Avalon Hill booth.

As they did at the 1969 convention, members of the IFW will also show a game in progress, a promotional gimmick designed to sustain the curiosity of the buyers passing by.

It's too bad this convention is not open to the public. Otherwise, we could extend an open invitation to every subscriber within reasonable travel distance to visit the booth and see IFW members in action.

The next best thing, then, is to invite your inquiry directly to the organization itself, at 4658 N. Spaulding, Chicago, Illinois 60625.

The Club of the Month, the IFW, will surely become "Club of the Year" if their present philosophy continues to provide the gaming dividends its members received in 1969.

## S & T Lives

Yes, mama, there is a Santa Claus. This year he came dressed as the Poultron Press, new publishers of that 3-year old chronicle "Strategy & Tactics," rescuing it from the abyss of bankruptcy.

Many of the contributing editors remain the same; only the flow of finances is different. But from what we have observed by their first two issues, the editorial content is vastly different. A minor cutback in printing quality has been more than offset by greater sophistication in the art and literary style. Also, you get more for your money. For instance, each issue has included a complete "tear-away" game which you really don't even have to tear out of the magazine. It already comes loose the moment you frantically tear the magazine out of its mailing envelope.

And to insure that subscribers are going to get mostly what they themselves ask for, a special "feedback" system guarantees a continued improvement in this area. We think the greatest plus feature is its use as a "try-out-vehicle" for amateur designers are invited to submit their own creations. The better ones in the eyes of the publishing staff will be reprinted with each issue.

The cover includes an impressively long list of staff members; one that guarantees a great variety of material and opinions for the edification of all readers regardless of their gaming tastes. If you count yourself among this number, your 6 cents best spent would be in the form of an inquiry to: Poultron Press, Box 4267, Long Island City, New York 11104. (Don't say we sent you; we're not supposed to mention our competition.)

# Plan of the Month

## VON SCHLIEFFEN PLAN NO. 719 B

by Peter Reese

As the Blue player, in Tactics II, do you feel inferior? Are you tired of seeing the Red player use his superior replacement rate to grind your army up? If so don't sell your game or commit suicide, try this instead.

Unit	Initial Set-Up	Move
1 AG	25-44	12-9
1 Army	13-42	6-15
2 "	29-38	9-12
1 Corp	9-51	20-42
II "	16-36	14-11
III "	29-33	13-17
IV "	38-49	41-41
1 Arm.	14-42	9-7
2 "	14-41	4-6
3 "	28-39	5-7
4 "	29-39	4-5
5 "	29-51	5-5
6 "	29-52	9-6
1 Para.	7-51	9-16
2 "	6-51	6-5
1 Mt.	38-48	5-24
2 "	28-33	31-28
1 Amp.	38-46	8-5
2 "	29-54	7-5
1 Inf.	9-50	27-50
2 "	8-50	10-39
3 "	7-50	9-39
4 "	8-51	8-39
5 "	16-35	22-27
6 "	15-36	21-27
7 "	16-37	20-27
8 "	15-37	19-27
9 "	16-38	18-27
10 "	15-38	17-25
11 "	29-34	25-27
12 "	29-35	26-27
13 "	28-34	27-27
14 "	28-35	28-27
15 "	28-36	29-27
16 "	37-47	5-8
17 "	37-48	6-8
18 "	37-49	7-13
19 "	38-47	7-8
20 "	13-41	3-26
21 "	28-38	3-28
22 "	30-51	17-10
23 "	30-52	9-8
24 "	30-53	8-8
25 "	29-53	15-7

The complete move of the 1 Para. From bivouac square 7-51 it is dropped at 9-26, opening C 3-28, moved to 11-17, opening C 13-16, and ends its move at 9-16, opening C 8-16.

### Opening Move

THE NORTH WEST ISLAND FRONT: The first thing that can be seen about this move is that it occupies NWI and surrounds the Red I Corp. This part of the move is based upon the assumption that all the units in the Red I Corp bivouac area have a defense factor of one. If they aren't only minor adjustments in the placement

of units and/or the dividing up of battles are needed to assure the destruction of the Red I Corp. The remainder of the forces on or near NWI cover the bridges and C 8-16, which is necessary for supply and re-embarkation.

THE CENTRAL FRONT: Along the Central Front, which runs South from C 3-28 to the mountains, the Blue forces are deployed defensively. The II and III Corps defend the river line down the center, three divisions defend C 3-28, and three divisions are in reserve around 9-39. The left flank of the III Corp is effectively covered by the 2nd Mt. The 10th Inf. protects the right flank of the II Corp. The 1st Mt. prevents any overland thrust toward C 3-28 and the other two division guard against paras. Finally the three divisions in reserve can go to the aid of any section of the central front if, in the unlikely case, the Red player tries a counter-offensive there.

GENERAL: If the Red player included both parachute divisions in the I Corp, which is fairly common, the very minimal danger of a Red counter-offensive is eliminated. This also makes possible the re-deployment of the following units: 2 Army HQ, 1, 18, 20, and 21 inf. divisions. The Red amphibious units won't be able to make a landing anywhere on their first move unless they are in the IV Corp region, which eliminates another source of danger.

POSSIBLE RED REPLY: The I Corp is eliminated. The IV Corp, because of the III Corp HQ's control of C 13-16 are stuck on the wrong side of the board. The II Corp, because of the 10th

inf. and III HQ which tie up the roads upon which reinforcements must come, has to carry out several tasks without help from the rest of the army. It has to mask bridge 9-16 and C 3-28 at the same time it has to cover the left half of the central river and the defile through the forest. As this is quite enough for one corp there is little danger from the II Corp. The replacement units are unable to get anywhere because of the 22nd inf. The 1 Army units and some of the replacement units will be occupied eliminating the 22 inf., the II, and III Corp HQs. The III Corp will be needed to defend the central river line. Thus only the 2 Army troops are available for a counter-offensive, and the only units they can attack are the Blue III Corp which is well dug in along the river.

### The Second and Succeeding Moves.

The Blue forces should have destroyed all but one or two Red units on NWI. Therefore all Blue units, except those required for mopping up and garrison duty should be embarked to C 3-28. From there they can strike at the over-extended Red II Corp. The object of this phase is to roll up the Red player in a battle of attrition. As the Red player has lost four cities permanently and between one sixth and one seventh of his army on NWI, it goes up to about one fourth if he has thrown in his parachute and amphibious units, he is in very poor shape for this type of warfare. The territorial goal of this phase is C 13-16. This will link up the Blue forces on NWI, and the II and III Corps, with the Blue forces driving southward from C 3-28. It will also cause the Red player to surrender if he hasn't done so already.

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# When Artillery is Effective

By Capt. Richard R. Nichols

Artillery is used to soften up enemy units before an attack, or to help friendly units under attack. With these two goals in mind, let's examine the Breakthrough units in Blitzkrieg.

First, as to the range of these pieces. With the TAC aircraft limited to a range of 8 squares, a reasonable range for artillery is three or four squares. In past games, I have used a stock or a roll of the dice to determine which is to be used. If the sales or roll of the dice is odd, use a range of three, if even, a range of four.

Next, how can artillery be used on offense and on defense too. I have found that one way to do this is to rule that artillery using its long-range option must fight any opposing artillery within range using at least an equal number of factors before using any other factors against other units. This does not apply when artillery is adjacent to the units it is attacking, or units attacking it. Also, in all artillery vs. artillery duals, unless the units are adjacent, both offensive and defensive units use the attack factor. If artillery attacks by moving next to opposing units, there is no long range factor in the battle. As has previously been suggested by others, artillery attacking with its optional range does not suffer losses or retreats even though called for by the results table unless dualing with other artillery units.

Now we must go to the defensive portion of the artillery moves. After the attacker has set up his battles, and computed his odds, the defender may apply any artillery units within range to any battle at his choice, subject to the following limitations: First, any artillery unit under attack by adjacent forces must use all its factors (defense only may be used) against the attacking units. Second, when attacked by the opponent's artillery, the defender has the choice of using all his units (at their offensive value) against the opposing artillery (this will normally be 1-1), or he can use extra factors against the battle. If a defender is attacked by artillery and ground units at the same time, the defense factor must be used and the battle solved as a whole. No long range fire may be used of the artillery if attacked by ground. An air attack does not limit the artillery's fire, but must be resolved and factors subtracted before the ground attack and defense.

As a last step for realism, any artillery unit which is airlifted during its turn, may not go into battle until the next turn to allow for unpacking and readying.

Any comments on these suggestions for more realistic play should be addressed to: Capt. Richard R. Nichols, 121 Illinois Drive, Little Rock Air Force Base, Jacksonville, Arkansas



# German Defense of Normandy

## - Part III

by Alan Augenbraun

### Part III: The Battle of the Bridgehead

Even with the Allied landings well under way, the Germans still took no decisive action. Aside from the confusion caused by the Allies' tactical surprise and the vulnerable German communications system — they used no radios, depending instead on telephone lines and messengers, both of which proved to be easy targets for the Resistance fighters — the Germans were further plagued by their insistence that the main invasion would come at Calais; Normandy was but a grand diversion. This tied up the might of the German Fifteenth Army, stationed around Calais and Le Havre.

There are several reasons why the German High Command clung stubbornly to its belief that the main invasion was yet to come north of the Seine. The Allies, of course, deceived the Germans by concentrating their bombing raids in that area, deploying dummy camps in Southwest England, and even launching a decoy invasion fleet against Pas-de-Calais. But clandestine maneuverings in the German command echelons also contributed to the mistake. Because Hitler was constantly drawing on the western forces to reinforce his Russian front, the western commanders needed an excuse to maintain their troop levels. Thus, they led Hitler to believe that Calais was to be the Allied objective, and Calais was the most logical invasion site. However, when the Allies made their intentions clear by committing nine divisions in Normandy, the German generals feared to tell Hitler that they had deceived him. It was far better to leave things as they were, even at the risk of defeat.

At any rate, the Normandy assault soon reached meaningful proportions for even the most Calais-minded German. Slowly, Hitler's war machine began to move against the Allies on the ground while the latter were still expanding the beachheads they had gained. (Luftwaffe and Kriegsmarine operations in the battle for Normandy were so negligible that they barely deserve mention.)

By June 7, the U.S. V Corps at Omaha and Britain's Second Army established a continuous, 35 mile front. With the British pressing forward and threatening Caen, the Germans were forced to commit the 21st Panzer Division, the only available armor in the immediate coastal area, and thus were powerless to stop the other end of the British sector from enveloping Bayeux, an important road center. The Germans had to cast their protective weight in the Caen area for, aside from its being a key road center and airfield site, if it fell, the Seventh Army would be cut off from the Fifteenth, opening a gap in the German line on the way to Paris.

This is precisely what the Allies wanted the Germans to do. By threatening the eastern sector, the British hoped to draw the weight of the German reserve, whereupon the Americans in the west, after seizing the vital port of Cherbourg,

would sweep down and around behind the Germans, cutting off enemy forces to the south.

Pressed by the British, the Germans filled the gaps in their lines with the first available units. The armored reserve, when it did finally arrive at the front from its rearward positions, was committed piecemeal. Before long, the 2nd, 21st, 12th SS, and Panzer Lehr Divisions which comprised all of the armor in Normandy were engaging the British.

Rommel, on his return from Germany, realized the Allied intentions and planned an initial defensive line of all available forces, the armor to be replaced as soon as possible by infantry, allowing for the creation of a tactical mobile reserve which could spearhead a counterattack. Rommel also desired to switch his main effort to the American sector when feasible. If he could keep the Allies from threatening the crucial port of Cherbourg, he would be free to deal with the British at his leisure. His plans, however, were foiled by the constant pressure maintained by the British on Caen. If Rommel eased his opposition to the British threat even briefly, Caen would fall, and with it all of the Seventh Army.

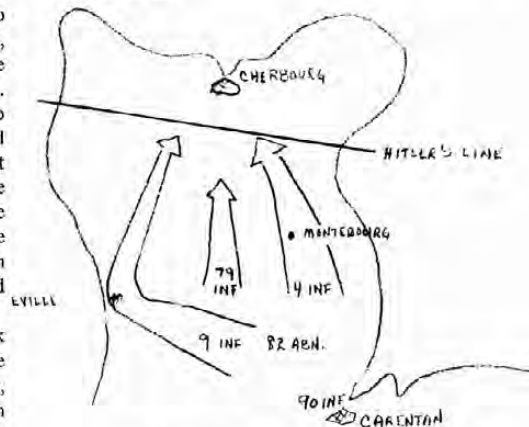
Rommel ordered I SS Panzer Corps to attack the British on June 8, hoping to drive a wedge through the Allied forces with the 21st, Lehr, and 12th SS Panzer units striking through Caen as soon as the 12th SS was in position. But the 12th SS was delayed by a lack of fuel, air harassment, and a Canadian thrust to outflank Caen, while the 21st Panzer was forced on the Defensive by a British assault northeast of Caen. Panzer Lehr arrived too late to join the battle. Thus, the first serious German countermove was aborted.

While this was occurring, the Americans prepared to link their VII Corps at Utah with their V Corps at Omaha by taking Carentan. Rommel ordered that Carentan be held to the last man in order to maintain the wedge between the American forces. While it was becoming increasingly necessary to stop the American threat on the German west flank, the British would have to be dealt with first. Carentan was meant to gain time for Rommel to achieve this with another counter-offensive, this time by the newly-formed Panzer Group West under Schweppenburg, when Meindl's II Parachute Corps arrived from Brittany to relieve the armor in the line.

When Allied intelligence reported the concentration of German armor, the British braced for an attack. (The Allies had no way of knowing that Panzer Group West headquarters were bombed during a high level staff conference, killing or wounding every staff officer present. German hopes for an armored attack were dashed, but the Allies, still expecting an assault that was never to come, moved up their own armor and dug in.) The Germans interpreted the Allied move as a preparation for a new assault on Caen, and they too dug in. Action in the eastern sector thus came to a halt.

The Americans, meanwhile, took Carentan on June 11. The 17th SS Panzer-Grenadiers, en route to Caumont, was diverted to retake Carentan. This move left the Caumont area west of Caen undefended, and the Americans easily moved in. With U.S. forces on their right, the British planned Operation PERCH to envelope Caen by forcing Panzer Lehr away from its defensive positions southwest of the city with a Canadian attack and by a southward thrust east of Caen by British infantry. The two arms of the assault were to be joined by dropping paratroopers behind the city. However, heavy German resistance and an advance by the 2nd Panzer Division supporting Lehr thwarted the attack.

In the west, German reinforcements could not arrive fast enough to halt the Americans. As in the British sector, units in the west were committed piecemeal as soon as they arrived. Further, instead of pulling back and reorganizing in a strong defensive line, Hitler ordered every man to stand and die where he stood; there was to be no retreat at all.



The Americans first pushed northward to Montebourg on the way to Cherbourg and westward to Barneville, cutting the peninsula.

An American move to secure the flank of their 9th Infantry was mistaken by Rommel as a *southwestern* thrust to cut the peninsula. He ordered all units to block that thrust, allowing the Americans to move west with little opposition.

It would have been natural for the remaining German forces to withdraw to a defensive line at Cherbourg to delay Allied access to that port, this being the whole purpose of German operations on the peninsula. Still, Hitler forbade any withdrawal, ordering his forces to hold fast at all costs. But since such a stand would allow the Americans easy access northward, Hitler, on reconsidering, ordered a defensive line drawn south of Cherbourg, abandoning the already-planned defense perimeter for that city. The new defensive line was determined by Hitler's angrily slashing a red pencil line across a map of the peninsula.

By this time, however, German troop strength was depleted. Their orders to stand fast in the face of American onslaughts took a terrible toll. As a result, the remaining German troops could not long stand up to a three-pronged assault on Cherbourg. The city fell on June 29 with losses of 50,000 men.

*In the final installment — Part IV — Mr. Augenbraun winds up his thesis with The Road to Paris, the German attempts and lures to prevent total breakout.*

# Jutland Rebuttal and Six Variations

by Raymond K. Witmer

I am sure that any Jutland fan such as myself was quite offended when he read that Mr. Dunnigan's study of the July-August *General* rated this fine game a cumbersome, drawn out affair that is decided more often by luck than by skill and planning. Obviously, this man has never tried to trap part of the Grand Fleet as it returns to base or find the High Seas Fleet and destroy it before running low on fuel and being forced to scatter and run for home, thus losing vital numerical superiority. Leaving strategy for tactics, has he ever managed to cross a "T"? How often has he been able to launch a successful torpedo attack or break off a fight against a superior force? Sea warfare is more difficult than land fighting; there are no trees, hills, or other forms of cover to hide behind. World War I was decided on the North Sea, not the fields of Flanders. Victory goes to the superior thinker in Jutland just as it does in Mr. Dunnigan's favorite son, Afrika Korps.

The six variations I submit here are based on data from such books as Geoffrey Bennett's *The Battle of Jutland*, Fred T. Jane's *Fighting Ships of 1915*, and U.L. Parsey's *History's Greatest War*. While I used others, these were my prime sources.

1) *Room 400.B.* Sometime during 1915, the Admiralty had acquired a new source of intelligence. Since the submarines patrolling off the Heligoland Bight were not a reliable substitute for the frigates that Nelson and Hawks had stationed off Brest and Cadiz to give a timely warning of enemy sorties, a chain of direction finding stations had been built to locate German ships by their radio signaling. The bearings, which were supplied by finding the intersection of two or more of these stations' intercepted messages, were soon augmented by a much more fruitful method after the German cruiser *Magdeburg* was wrecked on the shores of the Gulf of Finland on August 27 of the same year. The Russians salvaged her copies of the Imperial Navy's codes and sent them to England where, by December, a specially trained crew under Sir Alfred Ewing was busily translating enemy sailing orders almost as soon as they were received. This key unit of British Naval Intelligence was housed in Room 400.B. (Old Building) at the Admiralty.

To bring this rule into play, I suggest that the German player plot in advance his use of air search. Unless he radios a change of orders from his flagship, he must follow his original plan completely. In addition, Black's ships at sea may

not come to each others aid when not in the same sea squares without orders. (A task force in R20 may not meet one in R22 at R21 unless a message is sent by wireless. Pigeons were not reliable.

Let's take an example to show the mechanics of the rule. When an order of any kind is sent, the German player must tell the British player the exact message, word for word, and the square from which it was radioed two hours later. The delay was about that actually needed for 400.B. to "do its thing." This does not apply during the night hours because the Royal Navy's wireless communication was, for some unknown reason, very bad at night. Remember this point for later reference.

During the real battle on the night of May 31-June 1, Scheer was trying to slip past Jellicoe's wake. The German admiral ordered a morning zeppelin search over his intended escape route which was to spot any British ships. 400.B. intercepted the message but failed to send it to Jellicoe who, had he known of Scheer's intentions, could have finished the task he had only begun the day before by reversing course and remaining between the High Seas Fleet and its home base.

2) *German night sailing superiority.* During WWI, Britain's navy was under orders to avoid combat during the night with but one exception, torpedo attack by destroyers. Jellicoe's fleet maintained radio silence and was cursed with poor range finding equipment for nondaylight fighting while Germany's was almost equal to its daytime performance. Besides this, the Huns had better searchlights and a colored light code for identification and communication that far surpassed her rival's white lights. To make things even worse for Britainia, only the Germans had starshells, an invention so new that the captain of H.M.S. Canada entered into his log the following statement:

"The enemy was making use of white fireballs for some purpose or another."

Why not give the High Seas Fleet its "Superior night fighting ability\*" by allowing them a range of 10,000 yards, a free first salvo not answered by the British, and permitting them to avoid combat if they so desire.

To use this rule, the British must plot a course for each task force that may not be changed at night, even if friendly ships are being attacked only one square away.

3) *Additional additional forces.* Why not allow all available units to enter the fray? I propose that the following be added:

The German Baltic Fleet - B's Braunschweig, Elsas, Lothringen, and Preussen equal to standard German B's; CA's Roon and Prinz Adalbert equal to the Black Prince; a cruiser squadron equal to C1-Sq 2a; two destroyer units equal to 1/2 Flot 18; submarines U-42, U-74, U-75, UB-27, UB-29; zeppelin L24.

British mine layer Abdiel, destroyer tender Oak, and Seaplane-Carrier Engadine. These units may search but carry no guns, thus making them automatically sunk if attacked. They may be based at any British port without using up a "ship counter" factor.

The Engadine may launch 1 seaplane search per game that is equivalent to a zeppelin search with visibility determined in the same way. The pattern lasts for only two hours and must be within 12 squares of the ship.

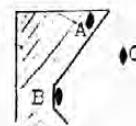
In addition, the British get two submarines whose course and schedule must be plotted before the game and *never* changed. They had radio trouble all the time and didn't find out about Jutland till they reached port on June 7.

4) *Baltic Sea Escape.* If a German unit is on square P26 and has 20 hours of sailing time left, it may escape into the Baltic but is not allowed to re-enter the game.

5) *Simultaneous movement.* During combat, both players must plot their courses secretly and later move their units simultaneously, as fleets would in real battle. I have never heard of a war fought in turns.

6) *Broadside facing.* The broadside facing in Jutland is not very accurate. Using it, a "T" can't be crossed by more than one ship at a time. A real dreadnought could fire a broadside only if its target was within 50 degrees of its beam. Why not use the same limitation in the game? You could easily make a "broadside target area" finder by cutting an appropriate notch out of cardboard or heavy paper as seen below.

Ship A is not in ship B's  
broadside range,  
but ship C is.



There you have it. I find that these rules make a great game even better. If you are interested, I have also designed a Jutland PBM kit and ship counters for the navies of France, Italy, Austria-Hungary, Russia, Egypt, Japan, the United States, and several South American banana republics to use with it. Anybody wanting more information on these or the newly formed Aggressor Homeland Navy, in which many positions are still open, write:

Raymond K. Witmer  
Chief of Naval Forces  
Aggressor Homeland  
224 Lincoln Ave.  
Lancaster, Penna. 17603

\*Jutland battle manual, p. 25



# The D-Day Thesis

by George Phillis

*Readers of Panzerfaust Magazine selected "The D-Day Thesis" as the outstanding article of the past two years after it was published in Panzerfaust several years ago. Due to limited circulation only a handful of subscribers could have read it. With the kind permission of editor Donald Greenwood, we are reprinting this masterpiece in a two-part series beginning with this issue. Author Phillis is a post-grad student at MIT which might account for the excellent display of AH games down the street from him at the Harvard Coop.*

**D-Day** is a much more difficult game to handle than *Stalingrad*. The main reason for this is that the rules are significantly less well defined. As a result, discussions of the game (strategies & starting lineups) are of relative lesser value — most players don't make adequately clear the rules they have been using.

**Mapboard:** There are 2 maps in general use. In the 1961 map, squares I12-I15 are an impassable lake; in the '65 map these are islands (rivers on all sides). There are also 2 grid systems, both from AH. In one the board is lettered A-UU across the top and numbered 1-49 from NE to SW. In the other system, the board is numbered 0-47 across the top and lettered RR-A from NE to SW; A being Bordeaux and squares SW thereof being left to the individual players (ZZZ-VVV?).

**Pieces:** There are some slight changes in Allied unit numbering between the '61 & '65 version; I am advised that the total number of allied units is unchanged. An early version of the battle manual with photograph of a set-up board appeared to show combat factors on the Allied Corps Substitute counters; I've never seen such pieces, nor have I encountered their use in PBM play.

**Combat Results Table:** The 1961 game used the old "slide rule" CRT, with 2 sliding pieces of cardboard to determine odds. It tended to produce more argument than resolution, especially at odds like 59-30. The new CRT eliminated this problem. However, under the original '61 rules, odds greater than 6-1 were treated as 6-1; odds under 1-6 were treated as 1-6. This has modified with time so that many players using the '61 rules have an "Odds greater than 6-1 are Auto Elim for the Defender. Soakoffs at less than 1-6 are permitted but are an automatic Elimination for the attacker". The '65 rules and '61 rules with the new CRT, forbid soak-offs at less than 1-6.

For a while AH discouraged the use of HQ counters except as play balance measures. When this was changed it did not gain wide acceptance.

**Invasions:** Except in the '65 basic game, the allies have 2 invasions. Some players require that the 2nd invasion come on the 9th week, others require that it come by the 16th week, and yet others have no cut-off date. In all of these, a 2nd invasion is allowed - not required.

After the first week, there is disagreement as to which squares the Allies may use for landing troops inside the invasion area. I note the following alternatives:

1. The allies may land on any square in the beach

area not blocked by the Germans (i.e. not just the ones with arrows pointing to them). In alternatives 2-7 Allies may only land on squares with arrow pointing thereto.

2. The allies may land on any square not physically blocked by the Nazis.

3. In the case of No. 2, the allies must have been the last to physically move through the square.

4. The Allies may not land on any square in the German's zone of control.

5. Same as No. 4, except the Allies may land on such a square if it is in their zone of control. (Or as sometimes said: The allies may land on disputed squares.)

6. Same as No. 4, except that the allies may land on such a square if they have a piece on the square already. Note disagreement as to whether piece landing must stop on the square or withdraw, as if they were on the square at the start of the turn.

7. The Allies may land only on squares not in German zones of control which they have already moved through. (Stated, not without ambiguity: "No landing on disputed or uncaptured squares").

Cases 7 & 5 are the most common. After the first turn there is disagreement as to whether Allied units being landed must stop on the beaches or may move inland at once. So far as I know this question has not been applied to the first turn. The "move inland at once" interpretation is more generally followed.

**Supply:** The rules require that the Allies must move through a square before it may be used for supply. Otherwise, 4-7 above apply, with Nos. 6 & 7 being the most popular.

**Inland Ports:** Inland ports outside of the invasion area may usually be used to land troops. There is disagreement as to the rule regarding the rate and I note the following:

1. Two divisions /port /turn.

2. As many divisions /port /turn as could be landed in the original invasion area (e.g. if the invasion was in the Bay of Biscay, 4 divisions /port /turn could be landed.)

3. The total number of divisions which could be landed per turn is the number which could have been landed at the invasion beach or beaches if there were no German interferences.

4. The capacity of an inland port is the capacity of the beachhead in which the port is located. (Note ambiguity in North Sea.)

5. There is no limit on the capacity of inland ports.

Numbers 1, 2, & 4 have been the most frequently used. Inland ports are often opened more casually than the rules require. The requirements are:

1. The Allies must move through every square with the letter of the port in it. (Note the 2 separate 'A's' in the North Sea.)

2. The Allies must have undisputed control of the port city and of all the lettered squares. There is argument over whether or not the Allies have undisputed control of a square if they have a unit on a square but in a German unit zone of

control. The consensus is apparently negative.

**Replacements:** The original rules do not make clear the rate at which HQ's may be replaced. Taken literally, the rules indicate that there is no cost to replacing HQ's. Many players modified this to treat HQ's as if they had an attack factor of 1 for the purpose of replacement. AH then ruled that HQ's could not be replaced, but this alteration is not yet in universal use. Note that Static divisions (1-2-2) may not be replaced in the '65 rules.

**Combat:** In the early sets of rules, units were doubled if they were 1 sq. away from a river and attacked by units which simultaneously crossed the river and entered the defender's zone of control. Units on a mountain square, attacked from across a river were tripled. These have disappeared. Some early rules implied that units in a stack defended as a stack. It was not legal to hit 1 unit in a stack and soak-off against the other units. This reading has disappeared. While it is not explicitly stated, it is generally assumed that fortresses attacked from ocean and land squares double rather than triple.

It was argued at one time that units behind a river ought not be undoubled if one landed paratroops behind them; rather the attack factor of the units attacking across the river were halved and all other units were left at their normal attack and defense factors. This proposal, suggested by Mr. Carl Knabe, is not widely encountered.

Another combat problem arises on invasion

## Strategic Breakthrough - Strategic Paralysis

By Mark M. Lowenthal

In her article "Hit and Hold" (Nov.-Dec., 1969) Naomi Gilbert has very ably explained an important military tactic. However, she has provided us with the means without stating the ends. Let us now carry her ideas to their proper strategic end.

The attacker's goal, especially in Stalingrad, the Bulge, and Waterloo to a lesser extent, is to achieve a strategic breakthrough and then exploit it. STRATEGIC BREAKTHROUGH is the penetration of the enemy's position *in depth*. EXPLOITATION signifies the further development of this breakthrough *in force*, with the ultimate aim being STRATEGIC PARALYSIS of the enemy. This concept, as explained by B. H. Liddell Hart, is the destruction of enemy supplies, command structure and communications. When properly executed, STRATEGIC PARALYSIS will cause an enemy collapse faster than the results of actual combat, saving the attacker both casualties and material loss.

These concepts are best used in those games where the defender is committed to a more or less static line, bound by geographic positions that must be held. Any significant breach in this line will cause a massive *disorganized* withdrawal, favoring the rapid movement of the attacker in a fluid situation.

Stalingrad is perhaps best suited to this strategy. I say strategy, because Hit and Hold must be applied in force, simultaneously over a relatively large but unified portion of the front. To do otherwise would only achieve small punch-holes in the defender's line, which could not be



turns. Which German units must be attacked by which allied units? Allegedly, AH has ruled that allied units must fight defending German units as a stack, rather than soaking off against some of them. This ruling was not consistently maintained in the '61 rules. In other variations, Allied units are not required to fight German units as a stack, rather than soaking off against some of them, inland and/or German units which have been attacked from the sea. These variations are of limited circulation.

**Strategic bombing:** Ignoring those critics who argue that strategic bombing is more powerful than the H bomb, AH has recently (and preferably permanently) eliminated the great ambiguities concerning the legal uses of this weapon. Previously it was not obvious as to whether or not the allies could bomb a target and then on the same turn launch a ground attack on the point. The present ruling is that bombing may not be used against German units in Allied zones of control. By extension, German units in a fortress or behind a river, if being attacked, may not be strategically bombed.

One other problem remains. Due to advances after combat, it is possible for Allied units to end up next to German units not permitted to move because they were bombed the turn before. These units must fight, but there is disagreement as to whether they stay in place, retreat, or are destroyed if an A Back 2 is rolled.

It is unfortunate that so much space must be wasted on rules; however, particularly with the

'61 version of the game, AH's "little old grandmother locked up in the basement", has been somewhat erratic in indicating the rules. Lest there be any doubt raised, almost all of the above have allegedly been stated as the correct rule interpretation by AH. I will give one further example: the paratroop rules.

While it is well known that leapfrogging (dropping a paratroop 5 squares from the nearest unit, then dropping another paratroop 5 squares from that, etc. all on the same turn) is forbidden, there is a definite inconsistency as to whether paratroops may land adjacent to enemy units but not in their zones of control (as behind rivers or around fortresses). The President of Das Kriegspiel Bund, which until its dissolution had never been defeated in D-Day, informed me that of 16 letters from AH, 7 said 'yes' and 9 said 'no'. By majority vote (look at early question columns in the General) the Allies may not land paratroops adjacent to German units regardless of terrain. The situation apparently has been reversed in the '65 version, although this did such damage to play balance that AH may have reversed themselves on this decision too.

The above will hopefully clarify any discussion of strategy and tactics. In future sections I will discuss general strategy and tactics as applies to terrain and specify plans for German defenses — for this I invite readers to propose defenses for analysis. Please indicate rule interpretations used.

Write George Phillips, 101 Oakgrove Dr., Williamsville, N.Y. 14221.

## Strategic Breakthrough - Strategic Paralysis

By Mark M. Lowenthal

exploited to their full extent. However, using Hit and Hold in three or four places along a close part of the front will create a large gap.

This strategy is most applicable to Stalingrad, particularly on the wider southern front. It might be advisable to do this late in the winter when you are assured of at least one more month of limited movement. This will prevent the Russians falling back easily to a new line if the breakthrough is not as large as was hoped. With the onset of spring, normal movement will allow rapid exploitation.

Once breakthrough is achieved, the Russians have three options: 1) To form a new continuous line, 2) abandon Stalingrad, 3) abandon Moscow and Leningrad, whose defense makes them a unified target. The first option will probably be beyond Russian strength, and the third strategically inadvisable. Let us therefore presume that Stalingrad will be offered up, even as a lure to take pressure off the North while a new line is forming. At this point the German should apply the INDIRECT APPROACH, also developed by Liddell Hart. This means weakening the enemy's will to resist without direct assault before the final decisive onslaught. In the situation created above the German is expected and tempted to attack the easy target of Stalingrad, cutting Russian supply by a third. Using the indirect approach, the German should divert his strongest, fastest units (Panzers) toward the North, while the slower infantry units proceed virtually unopposed eastward. The perfect split for this

operation should not be made on a pure Panzer-infantry basis. Most units, both Panzer and Infantry, should go north. In the ideal situation nine 4-4-4's should be sufficient to occupy Stalingrad, or at least tie down any Russian troops active around or in the city.

In the meantime, the Northern force should continue attacking, achieving STRATEGIC PARALYSIS by cutting railways. The main thing is never to let up on the retreating Russians, allowing him time to organize a good defensive line. By failing to attack Stalingrad in force the German can stampede the Russian into hastily made lines and even into panic. It should be easy to achieve 3 to 1 attacks. Also remember that this is taking place during the summer months, when movement is not impeded.

Thus, although Hit and Hold is clearly a tactical operation, it can be properly executed and developed into a successful strategic maneuver. Used along a wider front this tactic can achieve STRATEGIC BREAKTHROUGH, which should then be followed by EXPLOITATION in force. This will lead to STRATEGIC PARALYSIS causing rapid collapse in itself, or leaving the attacker with the various options of INDIRECT APPROACH.

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## Gettysburg Like it Was

By Stephen Tang

Recently in the *General* and other wargaming magazines, there has been an upsurge of articles on one of the oldest games of the Avalon Hill line — *Gettysburg* — and how to revise it.

The two most common revisions are partial elimination and artillery fire. The first I have no quarrel with, it is wholly justified. The second however, has been the most mangled change in the game. The article a few issues ago by Mr. Grimmer would make *Gettysburg* into an artillery slugging match. Infantry would take a back seat to long-range duels. Not only is this totally unrealistic, but it also detracts from *Gettysburg's* high level of playability. In *S&T* magazine, a good system was developed by Mr. Dotson in which three "hits" equal one combat factor. However — I submit that Avalon Hill is right for once — that artillery in the Civil War was effective only at close range.

At the battle of Gettysburg, the Union Army was equipped about half — half with Parrott and 3" rifled cannon, and with 121b. Napoleon smoothbores. The Confederate Army was similarly outfitted. The rifles were built for long-range fighting and counter-battery fire missions. They almost always fired roundshot for the greatest accuracy (you can not rifle canister and grape-shot because of the lack of a metal casing). The two-deep ranks of both armies and field-pieces were extremely vulnerable to this type of fire. However, the troops under fire would usually take cover and thus avoid heavy casualties. The only time rifles were great devastating to personnel, was when the enemy advanced in open, massed ranks: perfect targets for the accurate rifles. Pickett's Charge is a good example of this. The Napoleons were used for the opposite purpose of the rifles as they lacked sufficient range for effective long-range fire. They were packed full of canister, a canvas bag filled with steel pellets, and fired point-blank against charging cavalry or infantry like a giant sawed-off shotgun. Hub-to-hub, the Napoleons would become a large factor in repelling an attack. The work of the rifles and the Napoleons can be lumped together into one factor for close-range firing. In other words, the original artillery rules are the best and the most realistic. The largely ineffective long-range artillery rules are omitted.

In closing, the only time when artillery caused significant casualties, was when the enemy was attacking and at close-range.

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Los Angeles, California 90026

### References:

*Glory Road:* Bruce Cotton  
*They Met At Gettysburg:* E. J. Stackpole  
*Guns At Gettysburg:* F. Downey

The latter is especially helpful in that it has a complete artillery order-of-battle for both sides down to guns used in specific batteries and complete information on all pieces used.

# Tactics of Defense

by Thomas Fowler

"Russian Defensive Tactics" is Mr. Fowler's sequel to his well-received article "Barbarossa" that appeared in the Sept-Oct 69 issue. Here, he approaches the placement of units on the playing board in a more analytical manner. While the game's Battle Manual includes many examples of offensive play, there is nothing concerning defensive arrangements. Fowler makes up for that in the following, the concepts of which may be applied equally well to all AH games.

One of the accepted Principles of War is the idea that victory can only come through offensive action. However, in some situations it is necessary to initially take the defensive until your resources can match the enemy's. Such is the situation in Stalingrad. Many articles have appeared concerning strategies of action in this game but none have discussed the tactics necessary to carry out these strategies.

The Russian player has all the disadvantages of a defender. The German panzer corps with their mobility can strike at quite a variety of places during any move. The attacker has the choice of time and place, so the Russian must cover the entire front, placing his strongest units at the most vital points.

In the board game of STALINGRAD, players are constrained by the use of unit counters representing entire corps and by the hexagonal layout of the map. Because of the hex layout, a defense line can be oriented in only three directions: north-south, east-west or diagonally. Because of the geography and direction of German advance, the east-west line would probably be only rarely used, the north-south line occasionally, and the diagonal line quite often.

To form the strongest possible line, all units should be mutually supporting — that is, with their zones of control overlapping. For example, in a diagonal line as shown in Figure 1, an attack on any one unit encounters a zone of control of an adjacent unit, requiring a soak-off.

The attached figures illustrate the possible configurations that defense lines can take. Double squares indicate units stacked two high. The defender must anticipate the fact that the German can attack with a stack of three panzer corps totalling up to 24 factors on one hexagon. Thus, in open country, the Russian must expect to allow a German attack at possibly 4-1 odds. However, by setting up the defense lines properly, no German attack should be possible without a soak-off also being required. Thus the Russian can force a battle of attrition which the German cannot afford.

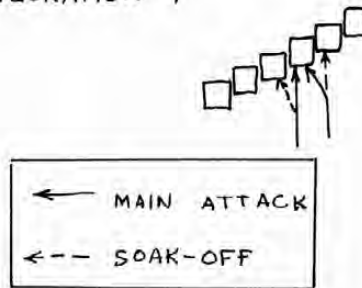
The entire Russian front will probably be a combination of the following configurations, varying according to the terrain. General principles which should be followed are:

1. No unit should ever be in an exposed position without another unit covering its flanks by means of zones of control. Flanks of a line are most vital and should be anchored as firmly as possible.

2. Always defend the shortest possible line in order to concentrate the available defending units as much as possible. River lines, despite their effect of doubling defense factors, are only a liability if they cause the line to be longer than necessary.

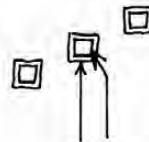
3. Never retreat more than necessary. Time is on the Russian's side, so moderate losses can be accepted in any turn as long as reserves or reinforcements are sufficient to build another line.

CONFIGURATION 1



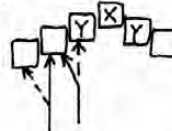
Configuration 1: This is probably the best arrangement because at least two hexagons must always be used by an attacker to achieve 3-1 odds. Thus, even if three panzer corps are used to attack one Russian corps, the overlapping zones of control of the defender force the German to soak-off against two flanking Russian corps.

CONFIGURATION 2



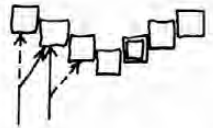
Configuration 2: This arrangement is not as good as the first since three panzer corps can concentrate on one hexagon against one of the doubled defenders. The attacker still has another hexagon available which is not in a zone of control of flanking defenders in order to attack the second of the doubled defenders.

CONFIGURATION 3



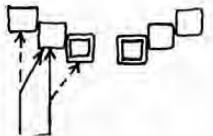
Configuration 3: This is probably the best arrangement assuming that the flanks are well anchored. It is really a combination of two lines of Configuration 1. The unit at the apex, marked "x" can actually be placed elsewhere on the line to bolster a more vital area, since units "y" cover each others flanks.

CONFIGURATION 4



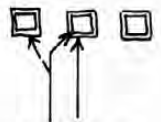
Configuration 4: It may be necessary to take this arrangement in order to hold vital terrain. Although the flanks are made up of diagonal lines with good strength, the point is extremely vulnerable. This point unit should be a 7-10-4 or a 6-9-6, preferably with one of the flanking hex's containing a stack of two corps.

CONFIGURATION 5



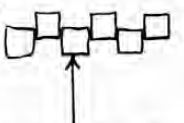
Configuration 5: This is a modification of Configuration 4 when possession of the terrain within the zones of control of the point corps is not vital. In this set-up both leading hex's contain a stack of two corps and protect each others inner flank. This should be used in preference to Configuration 4 whenever possible.

CONFIGURATION 6



Configuration 6: This is a reasonable configuration for a north-south line since it forces at least one soak-off. The German could concentrate a maximum of 9 corps against any one Russian, but would have to soak-off against both flanking stacks of two defending corps.

CONFIGURATION 7



Configuration 7: This set-up is poorer than the previous one for a north-south line since a panzer army can concentrate against one of the exposed points without any soak-off required.

One final comment on reserves. In regular combat, reserves are held behind the front and used in counterattacks. However, in AH war-games, the attack is over with the roll of the dice and reserves behind the front cannot affect the outcome. Therefore, all reserves on a particular front should be placed in the front line, increasing the sizes of the stacks at vital positions. Occasions do arise when some strategic reserve should be kept in a central position when there is danger of strong attacks at widely separated fronts. From a tactical standpoint, however, all local forces should be concentrated in the front line.

Thomas Fowler  
1277 Pebble Road  
Ottawa, Ontario, Canada



# 3-Player Blitzkrieg

by Richard Willey

As you and an opponent begin another exciting Avalon Hill game, a third player arrives who would like to join in the combat. What do you do? Subordinate commanders; sure, but I've seen bigger fights between some subordinate commanders than between some enemies. A three player game? Avalon Hill has one of the best; Blitzkrieg, the three player game.

## SETTING

After Big Red and Great Blue eliminated each other with nuclear weapons in the last war of Blitzkrieg, there was a power void in which three of the five minor countries in the center of the board emerged as power blocks. These three countries which have equal armies and equal economic capacity are about to unleash a struggle for power that will rival even that of the last war between Big Red and Great Blue.

## RULES

The Blitzkrieg map board is used along with the red and blue units from Blitzkrieg, and the blue units from Stalingrad. All BASIC GAME instructions are used with the exception of the following:

1. Only land movement is allowed.
2. Only one unit per square; no matter what size.
3. Units must stop upon entering an unfriendly city.
4. Cities must be garrisoned to be considered friendly.
5. Break-through Artillery units have a value of six (6) for replacements and in exchanges, although still attack as an eight (8) and defend as a four (4).
6. No substitution units are used.
7. BASIC TABLES are used to resolve combat.
8. A player may never use other than his own units.
9. Once a player loses all his units on the board he is out of the game.

## ECONOMIC CAPACITY

To determine economic capacity the player counts the number of city squares, including home cities, in his zone of control and connected to a replacement city in his home country by transportation lines and friendly cities. Four (4) combat factors are then added to this count and this represents the total combat factors available in that turn as reinforcements.

1. Reinforcements start in any undisputed home city and may be stacked when placed on the board.
2. Combat factors may be accumulated from one turn to another.
3. Dead units are added to reinforcements stockpiles.

## LOSS OF THREE CITIES IN HOME COUNTRY

Irregardless of how many cities a player has garrisoned, if he should lose more than two cities in his home country, until he has regained control, he has the following restrictions:

1. All reinforcement capabilities are halted.
2. Treaties and alliances are broken.

3. All units must be withdrawn from cities, attacks, and defenses in neighboring countries to aid in re-establishing control of his home base.

## PLAY

1. Decide which three minor countries are to be used and place any of the three different groups of units in each. Assign a high and a low to two of the three countries.
2. Each player rolls the die once. High receives the country assigned as high and its units, etc. . . .
3. Initial treaties and alliances, if any, are negotiated.
4. Each player rolls the die once again. High plays first; low, last.

5. The first player places his units totaling no more than one hundred combat factors anywhere within his home country. Second and third players do likewise in their portion of the turn.
6. The first player receives reinforcements, moves any units he wishes, and resolves any resulting combat. Second and third players play in like manner in their portion of the turn.
7. Play continues according to step 6 until there is only one remaining player.

Richard Willey  
90 Sunnyside Avenue  
Holden, Mass.

# On Calculated Risks

By Michael Paluszek

Far too often have I seen well planned and executed plans go up in smoke because the strategist refused to take a risk. Much too often does such over caution spell disaster for any stratagem no matter how well conceived it is and no matter how perfectly it is executed. It seems that such wargamers have a dread fear of having a hole in their line or in leaving troops out on a limb, except when they have no doubts to their opponents ability to act.

Perhaps the most famous instance of what over caution can cause was during World War II in Russia when Hitler halted the advance of his panzer spearheads to allow the infantry to catch up because he did not want to lose his armor concentrations. As you know this cost him the easy seizure of Leningrad.

Yet no matter how loud history speaks, or anything else for that matter, wargamers still seem to believe that one should never do anything which might entail risk or that might give your opponent a better than even chance of turning the situation to his favor. Fear of taking risks on the German's part helped turn the war in France during World War I into a war of attrition and in turn cost them the war. It does the same thing to wargames.

First of all I should explain what I mean by a calculated risk. Calculated risks are instances where by putting your troops, your line or even the game, in a dubious position you stand a relatively good chance of succeeding in accomplishing your objectives. Apparently there is a big difference between taking a calculated risk and committing suicide with your troops for a moments respite. Nor is it doing something and knowing that your opponents reaction to it will preclude any advantages you might have gained from it. And of course it is ridiculous to endanger your own troops when some other better way is available that doesn't entail such a great risk.

But then when do you take such risks? When is it the right time for you to suddenly dart behind the enemies lines with your troops knowing that the odds of him reacting in the manner you desire are less than 50-50? When is the right time to make that paratroop drop behind his lines when you know that the chances of their survival are not the best? The answer, quite simply, is anytime the situation presents itself for quick action. How many times has your opponent left a city open, knowing that you will

deem it too risky to attempt to seize it by his conservative wargaming standards only? It is in this kind of situation that taking that risk may very well pay off. Or how about when your armored spearheads have outrun the rest of your army? Instead of waiting for the rest to catch up it could be worth your while to keep them moving even though the situation could get quite precarious. Remember your opponent is only human and if he is as cautious as most wargamers are he may not see that what you have done is a risk on your part. Quite often he will be fooled into doing what you want by not understanding the logic of your moves.

Surprise is a factor inherent in all risks in that usually no one expects such things to be done, this factor alone adds greatly to the chances of success, even if your opponent is prepared.

The one situation in which the greatest risk is entailed and turns up in all wargames is that which is caused by rapid advances — the exposed flank. In almost all cases the rapid movement of armor always has a tendency to leave the slower moving units behind, so that at the end of the turn the armored units are in a position to be surrounded. For this reason many wargamers shy away from quick advances by their armor and employ in its place a slowly advancing front composed of all units in unison. While this may be the safer method and the one that entails the least risk, it is perhaps the one great factor that loses games.

Not only is the wargamer ignoring the true principles of the blitzkrieg but he apparently is giving his opponent an easy time in which he can regroup and counterattack. Instead of this he should be using his armor as the spearheads, driving deep into enemy territory. One should not worry about being cut off no matter how deep he has gone. If you have chosen your areas of attack carefully and made sure that your units would not be cut off hopelessly (Remember the 'Calculated') the risk should not be too great for you to bear. Your casualties may be higher but if you are the least bit lucky you should come through on top.

To sum it all up, a policy of Calculated Risks, by which one takes chances he otherwise wouldn't, can lead you to victory more often.

Michael Paluszek  
80 North Street  
Rye, New York 10580

# Anzio Coding

By George G. Hopp

As mentioned in the Avalon Hill Philosophy Part 16, ANZIO can take as much as 70 minutes to set up — a length of time much more enjoyably spent in battling than in sorting. Here are some simple methods I have used to reduce this 'garbage' time.

## GAME I

For easy location of the counters for this game I inked their edges — Blue on German and Red on Allied (for best contrast).

## GAMES II & III

### 1. ALLIES

To quickly differentiate between American and British units on the Order of Appearance (00A) Sheet, I colour coded the American and British squares in their respective counter colours. Earlier, I marked a 'US' or 'GB' in the upper left hand corner of the appropriate squares but found the colour coding to be an easier method of achieving the same result.

On the back of each counter I marked two items (see fig. 1):

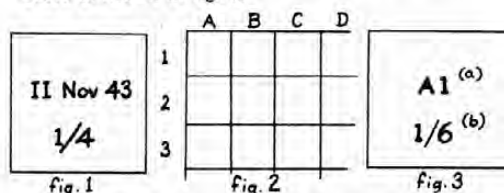
- Its date of first appearance, i.e. for US 1st ARM'D DIV — II NOV 43; and,
- Its sequential position relative to the total number of counters comprising that unit. Thus, the US 1st ARM'D at full strength (7-7-12) is marked 1/4; at 5-5-12 it's marked 2/4; at 4-4-12, 3/4; and at 2-2-12, the lowest counter strength for this division, 4/4. This gives instant information as to how close to full or to elimination a particular unit is.

To quickly identify full strength counters, I placed a small ink dot on the front upper right hand corner of each such counter.

To eliminate the stacks of Allied counters all over the Allied 00A Chart, a friendly opponent, Rick Young, has drawn up an Allied Organization Chart similar to that of the Germans. It took an evening to make but works very well.

### 2. GERMANS

To speed the placement of German counters, I first placed a grid on the Game II Organization Table as shown in fig. 2.



Then, on the back of each counter I printed the following:

- The grid reference square of each counter. Thus, 1st PARA DIV (6-10-12) has grid position A1 (fig. 3a). The same unit at 5-9-12 has B1, and so on; and,
- The counter step, as shown in fig. 3b, and explained above.

To quickly locate the appropriate counter when it is due on the battle board, I marked each unit's Organization Table grid reference on the matching square on the 00A Board.

Use of these codings have greatly reduced the setup times for what I consider to be an excellent game; if you haven't bought one yet do so, you won't regret it.

George G. Hopp

P. O. Box 68 Westwin, Manitoba, Canada

# Official Avalon Hill Game Clubs...

The clubs listed below supplement the initial listing made in the Jan-Feb 1968 issue. Due to space limitations, we have not repeated any prior listings although many have forwarded us updated information. The purpose of this listing is simply to provide basic information to those readers looking for new clubs.

CLUB	PRESIDENT	MEMBERSHIP
The New Order 7802 Zuni Street Denver, Colorado	Ron Rothe	8
Napoleon's Old Guard 169 Buckingham Street Waterbury, Conn. 06710	Kaz Rybak	4
Festung Washington 627 R. Island Ave., N.W. Washington, D.C.	Fred Dowling	5
Easy Company Hinsdale Community House Hinsdale, Illinois 60521	Richard Spears	16
The Game Scienc Club 5901 W. 93rd Street Oak Lawn, Illinois 60453	Grant Bishop	9
Kriegmen Int. Wargame Society 105 N. Broadway Parkridge, Illinois 60068	Bill Dickens	19
The Foundation 3620 Dayton Avenue Indianapolis, Indiana 46226	O. Leander Boyd	19
New Orleans Wargamers 8630 Chase New Orleans, La.	Sidney H. Kuhn II	3
Uhlans 38 Dover Street Cambridge, Mass 02140	Roland Faubert pro tem	6
Rommel's Corps Box 636 Davidson, N. Carolina 28036	Brian White	NL
Safama Counea 1209 Huntly Drive Columbus, Ohio 43227	Donald A. Wolff	15
United Federation of Southern Va. 505 Beacon Road Portsmouth, Virginia 23702	Bill Cooper, Jr.	6

The Strategic Tactical Army Game Club announces an address change to: 1206 Simpson Drive, Columbus, Ohio 43227.

# Reader Book Service

The jacket of ADVANCED WAR GAMES, newest of four titles on the subject by Donald F. Featherstone, notes that "As a means of military training, war games have long ago proved their worth, but it is as a form of skillful relaxation that the subject is considered in this book."

Among the four books, every phase of war gaming is covered in detail and most comprehensively.

All four titles are now available to readers of

THE GENERAL through an arrangement with the U.S. distributor,

ADVANCED WAR GAMES — \$11.00

WAR GAMES — \$8.00

NAVAL WAR GAMES — \$8.00

AIR WAR GAMES — \$8.00

Send your order with checks or money orders payable to The Avalon Hill Company. Your order will be processed promptly through our Reader Book Service program.



## Club Registration

All Avalon Hill clubs are urged to register officially with The General. Those who have registered previously need only to complete the form in the event of an address change.

Club Name \_\_\_\_\_

Mailing Address \_\_\_\_\_

Name of Newsletter or Mag. (if any) \_\_\_\_\_

Total Membership \_\_\_\_\_

President's Signature \_\_\_\_\_

(Check One):

☐ This is a first time registration

☐ This is an address change registration.

This Issue's Best???

Don't forget to vote on what you consider are the three best articles in this issue... record your selections where provided on the Contest Entry Blank below.

## Subscriber Discount

The coupon below is for the benefit of the full-year subscriber. As soon as you have accumulated 4 such coupons, you are entitled to a \$1.00 discount applied to the purchase of any Avalon Hill merchandise, including games, play-by-mail kits, parts, and copies of The General. Each coupon is worth 25 cents. However, to be valid your order must be accompanied by a minimum of 4 coupons (\$1.00's worth) per order. Of course, you may send along any number above the 4 minimum. No photostats please...

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JAN-FEB 1970

## OPPONENTS WANTED ADVERTISEMENT

Please print or type your advertisement on the spaces provided below, maximum (including your name and address) 35 words per ad.

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8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35 words

All ads are inserted as a free service to full-year subscribers. Only one ad per subscriber per issue is allowed. Ads will not be repeated from issue to issue, however, subscribers may re-submit the same ad, or new ads, for each succeeding issue. Ads received after the 15th of the month preceding publication will appear in the following issue. No ads will be accepted unless printed on this form.

## CONTEST NO. 35

The front cover of this issue portrays many of the games Avalon Hill has stashed away down in its "futures" warehouse. The object of this contest is to guess which two of those games displayed will be Avalon Hill's next releases.

Simply place a check mark next to the two games of your choice. In addition, in 25 words or less state why you think Avalon Hill has decided upon these choices.

All entries must be postmarked no later than February 15, 1970. Ten winners will be named. All entrants must list what they feel are the three best articles of this issue. This selection has no bearing on the contest results but entries not bearing this information will be voided. Sorry, only 1 entry to a subscriber.

Members of current Avalon Hill Consumer Test Panels are not eligible.

Title	Check Here
Asleep	<input type="checkbox"/>
Basketball Strategy	<input type="checkbox"/>
Bunker Hill	<input type="checkbox"/>
Camp Follower	<input type="checkbox"/>
Coffee Break	<input type="checkbox"/>
Conglomerate	<input type="checkbox"/>
France — 40	<input type="checkbox"/>
Korea	<input type="checkbox"/>
Kriegspiel	<input type="checkbox"/>
Leyte Gulf	<input type="checkbox"/>
Luftwaffe	<input type="checkbox"/>
Penn-Central	<input type="checkbox"/>
Tannenburg	<input type="checkbox"/>
The Stock Market Game	<input type="checkbox"/>
Trench Foot	<input type="checkbox"/>

Avalon Hill has selected these two games because \_\_\_\_\_  
(25 words or less)

Headlines of 3 Best Articles:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Name \_\_\_\_\_  
Address \_\_\_\_\_  
City \_\_\_\_\_ State \_\_\_\_\_

# Letters — Yes, We Get Letters

Dear Sir:

... here's my six cents worth regarding the AH Philosophy — Part 17.

You want to know why 'G'canal' bombed? Play it! Both players diddle away so much time by constantly referring to their Casualty Reduction Pads in order to determine actual unit strength, that, after several hours of play, it becomes a pain in more places than one. While the concept of single combat factor reduction is, of course, ideal, the mechanics, as used in 'G'canal', are self-defeating.

Now my solution — among thousands (hundreds maybe?) — would be to utilize the Step Reduction system or Unit Replacement counters, i.e., simply change the mechanics, not the idea. Discounting the Reduction Pads, 'G'canal' is a good game.

While pretty boxes (package design) may sell games to the general public, I don't believe they have much effect on the Hard-Core. Also, I agree with Simonsen (see 'S&T', Sep/Oct issue) about your 'Anzio' package design.

Shame on you for not publishing 'Bull Run'; obviously your outfit is run by Damn Yankee 'provocateurs' — why else would you have withdrawn 'Chancellorsville' from the market. Well, maybe, with the resurgence of 'Gettysburg', you might decide —

M. E. Malone  
10520 SE 220th  
Kent, Washington 98031

To the General:

We of the IFW wish to express our thanks and appreciation to Avalon Hill for the kind and wonderful coverage they gave our convention.

William Hoyer  
President, IFW  
4658 N. Spaulding Ave.  
Chicago, Ill. 60625

Dear Editor-in-Chief:

Because of the large amount of mail that I have been receiving containing questions on my club, I would appreciate your publishing the information below:

The Playmate Club was created for mature wargamers who have a mature attitude towards women. Although the club has been in existence for several weeks, it will not officially be functioning for at least a few months. Each girl in the club was personally picked by me and taught how to play two simple A.H. Wargames — Bismarck and Afrika Korps. As for how the club operates, each Bunny is assigned to a member for a FTF or a PBM. If it's a PBM, the member gets a picture of her. The FTF players can ask the Bunny for a date. She is then assigned to another member for another game. For all this fun, there are yearly dues part of which go to the girls. If the club is successful, the Playmate Magazine will be published in the future. In conclusion, anyone wanting further information or who has a question concerning the club, please include a stamped self-addressed envelope and I will gladly send a reply.

Dan Carman  
President of the Playmate Club  
Box 1118  
Villanova U., Pa. 19085

Gentlemen:

A few months ago I purchased a game called "Battle of the Bulge." I wrote a letter criticizing the entire concept of the game. I received several letters from your most fanatical followers, all but one was infantile but each was filled with enthusiasm. I took a second chance and bought another unreviewed game. Now I must commend you. "Blitzkrieg" is truly a worthwhile challenge.

Jim Young  
Royal Oakes — Apt. 8  
12809 47th Ave., S.W.  
Tacoma, Wash. 98499

Gentlemen:

Thank you very much for all the excellent Parade articles and the interesting Life article. You can be sure that these materials will play an important role in our upcoming "publicity" campaign for AH wargames. Concerning this point, I'm sorry that a heavy exam/term paper schedule at this time precludes me from launching this campaign now, as I would have liked. Another factor which affected this decision was the delay in arrival of the games from the Canadian Merchandisers in Ontario (about 5 weeks). However, I just received word today that the games have arrived, so we'll be in good shape after Christmas "supply-wise." Of course, during the past 4-5 weeks we have been developing a "hard-core" of wargamers, so I look forward to a successful New Year up here.

Mark Teehan  
Saundrie  
Marlborough Woods  
Halifax, Nova Scotia  
Canada

Gentlemen:

When playing wargames, I have always found it difficult to extract a unit or stack of units from the playing board when several bunches of units are massed together. I always succeed in disturbing neighboring units, moving counters off their positions and knocking stacks down.

While engaged in Blitzkrieg, an idea suddenly occurred to me. My solution to the above problem — which I am sure I share with many others — worked so well that I am passing it on to other wargamers through *The General*.

Very simply, what I did was to take a pair of square-tipped stamp tongs, and, by modifying the opening angle, I converted them into a Unit Extractor.

Alan Augenbraun  
1755 Ocean Parkway  
Brooklyn, N.Y. 11223

Gentlemen:

I have just a few comments on your magazine. What's this Avalon Hill Philosophy? It looks like it has been going on forever (three years). It sounded like something out of MAD magazine, well let me see here we drank some coffee, then we did some work, then we drank some coffee, brother! Now we know where office expenses go to! The next article I could have gotten out of *The Longest Day*, or *Invasion 1944*, or even Rommel's memoirs. The next one on play balance really pretty good, but again you can figure it out by yourself, someone doesn't have to tell you. The article on Formations at Jutland was by far the best, although I didn't really understand it, (I don't play Jutland) it looked like he put a lot of work into it. The drawings were the best I've ever seen, and he even had references! That article on Defense was pretty good, lacking in nothing. The Defense of Festung Europa was excellent, a lot of work put into it, he really must know that game (in other words I wouldn't want to play him.) The article on Automatic Victory was good but a re-run, even though in my mind it corrected some of the mistakes done on a previous article.

Fire Power, the Fair Fight, the Who? It looks like something out of the Pentagon Illustrated, when am I going to run into that kind of situation? It would have been better to have related it to attack and defense factors instead. The Hit and Hold article was good but again, be real. I've never run into that kind of situation. Mark — have you read *The Guns of August*? If you have (and Avalon Hill has, and every good 1914 wargamer had there would be no need for these articles of the First World War!)

At any rate these comments are only my personal opinion of these articles. The General is the best (and the only) complete wargaming magazine we nuts here got, so stay with it AH!!!!!!

Dan Kronemyer  
7717 Ludington Pl.  
La Jolla, Calif. 92037

Gentlemen:

Mr. Gilbert made a mistake when he stated that 20 4's could defeat 10 8's in a normal battle (The Fuzzy Wuzzy Fallacy). In diagram VI he allows the 4's to kill off 32 factors, while the 8's only manage 16. His example would only be valid if the defense factors were the same on both sides (example: 10 Red Breakthrough Divisions fighting 20 Blue Infantry Divisions). If the attack and defense factors are the same for each unit, and the total factors for each side are the same, then unit size makes very little difference.

I have three comments on "Festung Europa." (1) C-5 and D-5 make great SAC targets; (2) OB West is missing (probably at a wild party in Berlin); (3) With average luck Pas de Calais will break wide open. Putting the other 0-1-4 on L-19 would help. Otherwise, an average attack will put 6 out of 12 divisions ashore, with practically no opposition left.

The rest of the issue was all right, but can't you make up a contest that depends on other factors than luck? Another one something like No. 32 would be appreciated.

Jeff Nelson  
1636 Garrity Blvd.  
Nampa, Idaho 83651

Dear Mr. Ashby:

I'm glad to get your reply (Sept-Oct issue) to my letter in the May-June '69 *General*. In answer to your information about the S.S.'s organization, I have observed that the Waffen S.S. fought to conquer Poland, the site of Auschwitz, as well as other countries from which "undesirables" were sent to Auschwitz to be killed. Of course, by the same logic, all the branches of the German military are also guilty, but the greatest guilt belongs to the High Command and Adolph Hitler. However, this is no excuse for using Nazi names. As Mr. Nethercroft pointed out (July-August '69 *General*), many people dislike any Nazi names, here and in Europe. You have chosen names with bad connotations for many.

I know that my suggestions for names were a little off-beat, but 10 out of 19 new clubs in the Sept-Oct '69 *General* have shown extremely good taste in choosing names, with Logic & Skills at the top, in my opinion. The name represents what I think the goal of wargames is, the development of those skills. There is no reason to alienate those people who are anti-Nazi, but have the same goals in wargames.

I hope I've convinced you and others whom agree with you.  
Aaron Grossbaum  
293 Crest Dr.  
Tarrytown, N.Y. 10591

Dear Sirs:

I am writing this letter in response to your "War! A Natural Human Trait" (Nov-Dec issue) in which you attacked the pacifist of this country.

I am a pacifist I.E. I believe in peace. I am also a wargamer. No one of my fellow pacifists ask me how I reconcile the two. They understand that I am not breaking the laws of my religion. Yet, I see one of my fellow wargamers attacking one indirectly as a "nutty bleeding heart" and an impractical fool who wants a perfect society. All of which I am not. It seems a few ignorant fellow pacifist attacked wargaming. They obviously do not understand that wargaming is not violent or "analogous to aggression", but on the contrary eliminates the evil parts of war and keeps the mind bending, interesting parts of it.

I write this letter partly to ask an apology for my fellow pacifists who do not understand, partly to defend my fellow pacifists from your attacking insults which I think also came from a lack of understanding on your part, and thirdly to demand that you never de-escalate the wargame syndrome.

Doug Wilson  
70 Hickory Lane  
Watertown, Conn. 06795

Dear Sirs:

It's a matter of opinion whether Stalingrad is the best Avalon Hill game. It seems certain it's the most discussed!

Much of this discussion concerns ways to help the Germans, thereby evening the play-balance, which favors the Russians. Implicit in most of this discussion is the presumption that although Stalingrad is unbalanced, it is realistic, since the Germans did lose. I contend that Stalingrad is unbalanced not because it is realistic, but because it is unrealistic. That Germany's loss does not mean she lacked at least an even chance to win, which the German Stalingrad player does lack. Of course, this is a matter of opinion, but surely a good case can be made for a German victory, had any one of a number of different decisions been made.

It seems to me that Avalon Hill themselves have found the best way to reflect this within the framework of historical authenticity: The Anzio first turn "Surprise" CRT.

If this is considered realistic for Anzio, how much more so for Stalingrad! At Anzio, an attack could be expected at any time, and therefore the surprise was only tactical. In Stalingrad, complete strategic surprise was achieved, leading to such a rapid German advance that not even the best player can re-enact it in the game.

Tom Oleson  
1157 Hill Top Road  
Smoke Rise  
Kinnelon, New Jersey 07405

Dear Sirs:

I was most pleased to see my article *The Schlieffen Plan and 1914* in the November-December issue. Unfortunately, I've noticed a mistake that I fear I made as I was carried away by Schlieffen's sweep.

The German player should strive to come around West and South of Paris (not east and south). My apologies to any players who suddenly found their rear threatened due to this oversight.

Mark M. Lowenthal  
Child Hall — 101A  
Howard University  
Cambridge, Mass. 02138

Dear Sirs:

I am writing to you in regard to your 1914 game, which I unfortunately bought on July 12, 1968. I have tried to play this game two or three times after carefully reading the rules, but I have not succeeded yet! Before I bought 1914, I had been thinking of buying Blitzkrieg or Football, and now I wish I had.

I am not new to your games, as I am the proud owner of D-Day, which I enjoy greatly. I think your games are well planned, but I think that you went a little too far with 1914. I have waited this long to write you because I had some hope that I would yet understand 1914, but today I became frustrated and the result is this letter. I only wish there was some way I could return the game, but it is rather late now.

When I bought D-Day, I read the rules and understood the game very well, but not so with 1914. To cite one example: On the unit counter chart, when I set it up, I had some extra and others that were close but not the right unit, specifically a 1-1-2 for the Dutch Army instead of a 1-2-2. Many of the rules are incomplete, which adds to the confusion.

I would like to thank you for being kind enough to read my letter, and I hope I did not appear rude. I am just expressing my opinion in this letter and on the enclosed postcard which you put in the game. I sincerely hope this letter will help you to improve the quality of your product.

Patrick Reagan  
19700 Riverview Avenue  
Rocky River, Ohio 44116

Dear Sirs:

Please keep me on your mailing list. I probably will not buy any games thru the mail, because I can buy them locally. I have increased the amount of games 3 (Midway, Jutland, and Football).

Some time back I sent in some suggestions in to make a game on Verdun and Anzio. Since then you have made a game on 1914 and Anzio. I have been wondering if you got the idea from me.

Gary Welch  
7601 Paula Drive  
Tampa, Florida 33615



## Infiltrators Report

A REDUCTION in number of club magazines and newsletters received has been quite noticeable. Obviously, there has been a great deal of merging within the cult's literary fraternity. Those that remain in circulation, in alphabetical order, are: "D-Elm," official monthly newsletter of the St. John's University Military Strategy Club and the Military Strategy Confederation. Of high quality editorially, it is edited by Tony Morale, 39-30 Glenwood Street, Little Neck, N.Y. Tony also serves as Secretary-Treasurer of the IFW (See Club of the Month) in addition to provided spiritual guidance to S&T. Got to be read to be appreciated. A magazine that makes this listing superfluous is "The Gamesletter", among its features being lengthy reviews of all other magazines in the gaming field. If you're in the mail order business getting a copy of the 1969 Games Bureau Roster is worth the price of admission alone. There are, of course, other news of gaming interest worth an inquiry to: Editor Don Miller, 12315 Judson Road, Wheaton, Md. 20906. Among the top three magazines is the "International Wargamer," published monthly by the IFW. Address inquiries to 4658 N. Spaulding, Chicago, Illinois 60625. Vol. 2, No. 12 (Dec 69) abounds with top drawer graphics, cartoons, and general info of a delightful nature. Another must for serious devotees. New on the horizon is "Interplanetary Communication," which seems to have picked up where "Spacelanes" left off. Write Len Lakofka, 1806 N. Richmond, Chicago, Illinois 60647. The "Kommandeur," P.O. Box 134, Whippany, New Jersey 07981, is the official publication of the Avalon Hill International Kriegsspiel Society (AHIKS) which caters to mature audiences of international plight. Now in its 4th year, this newsletter — good quality printing — serves as the coordinating organ for its many members who primarily engage in play-by-mail matches utilizing a special combat results system that precludes the use of stock market reports. Among those enjoying consistently fine editing, and a magazine that has been enjoying longevity, is "Panzerfaust," now in its 4th consecutive year of advertising. Published by Donald Greenwood (another IFW member), 124 Warren Street, Sayre, Penna 18840, this magazine could be among the best if finances permitted upgrading in reproduction quality. Liberally sprinkled with drawings and interesting line art is the "SNCL Monthly," a newsletter of varying length sponsored in the main by Spartan International, 5820 John Avenue, Long Beach, California 90805. Spartan members are among the selected elite who regularly participate on Avalon Hill's Consumer Test Panels. Great, indeed, have been their contributions in the development of the two new games to be released shortly. A beauty of an offset publication is "The Vedette," P.O. Box 30003, Bethesda, Maryland 20014. Already in its 5th

year, yet new to us, is this fine journal of the national capital military collectors dealing with table top and miniature wargaming. Another journal catering basically to table-top wargaming is the granddaddy of them all, "Wargamer's Newsletter," now in its 91st issue. Edited and published from 69 Hill Lane, Southampton, Hampshire, England SO1 5AD, the newsletter has a large domestic following. It's considered the bible in the table-top world of wargaming. Our apologies to editors and publishers of those magazines not listed above. We can only give listings when we have copies to review.

"THE STREETS OF OUR COUNTRY are in turmoil. The universities are filled with students rebelling and rioting. Communists are seeking to destroy our country. Russia is threatening us with her might, and the republic is in danger. Yes, danger from within and from without. We need law and order! Yes, without law and order our nation cannot survive... elect us and we shall restore law and order. We shall by law and order be respected among the nations of the world. Without law and order our republic will fall." (Excerpt from a campaign speech made in Hamburg in 1932 by Adolph Hitler.)

THE IFW OPEN tournament is accepting entrants through the end of January 1970. Fees are \$2.00 for non-IFW members, only 50 cents for IFW members. Prizes total over \$200. Games selected for the PBM tournament are: Waterloo, Afrika Korps, Bulge, Stalingrad, Blitzkrieg, and Diplomacy. FTF selections are: D-Day, 1914 and Anzio. Post your fees directly to IFW, c/o Bill McDuffie, CCT, Powers House, Box 651, Potsdam, N. Y. 13676.

NO ONE predicted the exact order of finish of all seven cars in last issue's LeMans contest. Those coming closest were led by Douglas Nelson, Minneapolis, Minn., who predicted the correct order of the first three cars. Other winners not far behind were, in order: Edward Vomacka, Valley Stream, N.Y.; Richard Wiewiora, Chicago, Illinois; Mark F. Teehan, Halifax, Nova Scotia, Canada; Larry Cheatham, Anchorage, Alaska; Steven Rentz, Virginia Beach, Virginia; Greg Rubin, Westwood, Mass.; Martin VanBuren, Atlantic City, New Jersey; Thomas Chaill, Baltimore, Maryland; and Norman Philbert, Los Angeles, California. Gift certificates have been sent to the winners in addition to the following whose articles polled the best in last issue's General. In order of popularity, they are: Alan Augenbraun, "German Defense of Normandy — Part II," Louis Menyherth, "Defense of Festung Europa," E. D. Henderson, "Strategy of Defense," Naomi Gilbert, "Hit & Hold," and Don Wolff, "Formations at Jutland."

"IT IS A SEEMING PARADOX," said Dr. Harvey Goldey, a Westbury, New York, psychiatrist, in comparing the wargame fad to the drop in children's war-toy sales. He claims, in the December 12th Newsday feature on adult games, "the direct experience is what is affecting adults here. In the table war games, they are not actually holding guns, so the games involve more strategy to see who's smarter than the other."

WHAT MAY INVOLVE THE GREATEST NUMBER of people ever to participate in one game is Bill Dickens' game of Inter-Nation warfare. An international simulation game will duplicate internal and external functions of real nations, the difference being that players control each nation's destiny by making all major decisions themselves. Designed for between 50 and 100 players, Sim-central will be handled at 105 N. Broadway, Park Ridge, Illinois 60068.

GAMEAHOLIC of the month might very well be Lt. James Crawford, now stationed at Ft. Holabird, Maryland. The Akron, Ohio resident is awaiting entrance into the Aerial Surveillance Course which will commence in February. Meanwhile, he whiles away his time against PBM opponents furnished by the AHIKS when he isn't playing FTF with his wife, Roslyn. Lt. Crawford is also one of the devoted cultists who attended the IFW Lake Geneva Convention, leaving it with a most favorable impression of the services provided by this "Club of the Month."

THE JOHN WAYNE variant is a psychological angle added to D-Day that "has turned certain defeat into victory for me more than once," declares innovator Damian Housman. This variant may be introduced for real at the JULY 70 tourney-convention sponsored by Mr. Housman's St. John's University Military Strategy Club. Early entrants better make plans now — write: Grand Central & Utopia Parkways, Jamaica, N. Y. 11432. Meanwhile, members of this club are taking up the challenge of the West Point cadets and are recruiting "pros" who wish to make the trip up the Hudson sometime in January or February.

THE IMPERIAL WAR MUSEUM in London is in need of funds, so implores Robert Kane, 7 Lafayette St., Portland, Maine. This 18 year earns about \$18 a week and contributes half to the museum's trustees. The museum, supposedly a reliable source of historical data, is located on Lambeth Road, London SE1, England.

GAME OF THE MONTH CLUBS, on a commercial basis, are springing up all over. One that welcomes your inquiries is "Game of the Month Club of New Jersey, Inc.," P.O. Box 191, Berkeley Heights, N.J. 07922. Their December brochure featured Avalon Hill's Word Power along with 1914 as alternate selection. Club membership entitles the bearer to a discount structure that might well be worth looking into.

THE SPARTAN WARGAMERS, featured in the Nov-Dec issue of this magazine, are about to effect a name change. From SNCL they will become SICL (Spartan International).

